

Rana Jomaa | UI/UX Designer

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Utilizing innovative approaches to design, I translate intricate ideas into user-centric solutions through collaborative discussions and presentations. This process ensures that my creativity not only flourishes but also aligns with project goals, bringing me the greatest satisfaction as someone who enjoys visualizing my impact on those around me.

Professional Experience & Projects

Private Tutor

October 2021 – June 2023

- Guided students towards academic success while nurturing their growth, furnishing them with appropriate solutions for their educational and mental well-being.
- Identified and addressed students' weaknesses by cultivating focused improvement, even in areas they hadn't acknowledged. Worked on their weak points by providing them with extra assignments to enhance their skills.
- Nurtured students, enhanced their communication skills, fostered adaptability, and encouraged diverse interaction. Always ensured they felt involved in the material by relating it to daily life.

UI/UX Designer, Nordstar

March 2024 – March 2025

- Worked at Nordstar, a sales and distribution logistics company specializing in a large-scale digital product with multiple modules, including authentication, CRM, analytics and reporting, Xvan, presales, and enterprise planning.
- Designed user-centric solutions by employing best practices and industry approaches while analyzing competitors to optimize product efficiency and usability.
- Focused on creating seamless user experiences that align with business objectives, ensuring intuitive workflows and visually engaging interfaces.

UI/UX Designer, Idea to Life

April 2025

- Interpreted branding guidelines provided by clients to initiate and structure app designs that reflect brand identity.
- Enhanced the user interface of several client applications, ensuring alignment with modern design standards and best practices to meet client expectations along with user needs.

Training and Certifications

UI/UX Design Bootcamp, SE Factory, Beirut

July 2023 – August 2023

Completed an intensive UI/UX design program covering design tools, Figma, UI fundamentals (color theory, typography, layouts, UI elements, design systems), UX core concepts (heuristics, metrics, UX auditing), inclusive and accessible design, and no code web development over 6 weeks of lectures, workshops, and projects.

- Designed and created a plant care app, Green Thumb, which is a platform that helps users get prior information of different plants through articles and videos, diagnose their plants with a detailed explanation of symptoms and treatment and have a section where they can add/remove plants they own for quick access to basic information.
- Collaborated with colleagues to design a personal financial tracking app, Trackify, which helps users organize their savings and monitor their income.

Education

Bachelor of Science (B.S) Biochemistry

Lebanese University, Beirut, Lebanon September 2018 – July 2023

Languages

- Arabic (Native); English (Fluent)